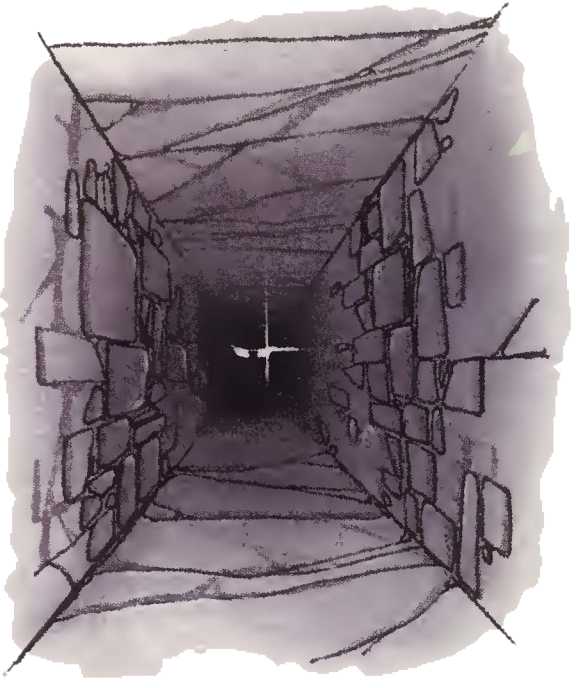
MONSTER MAKER

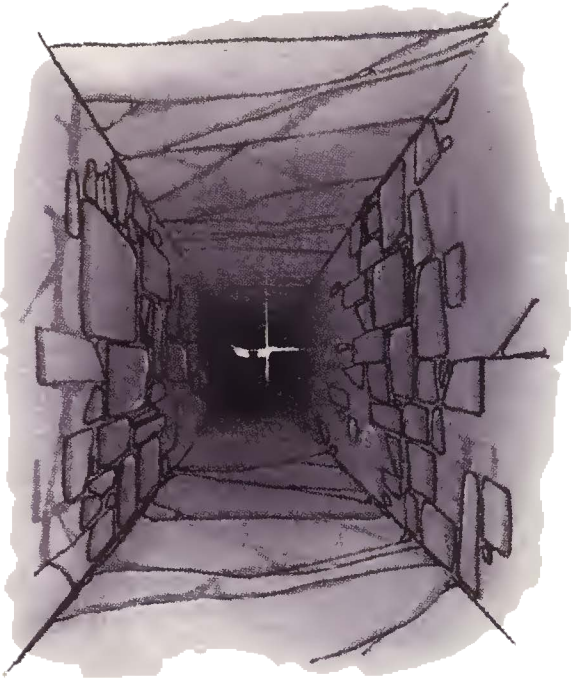
MONSTER MAKER

5 CORRIDOR



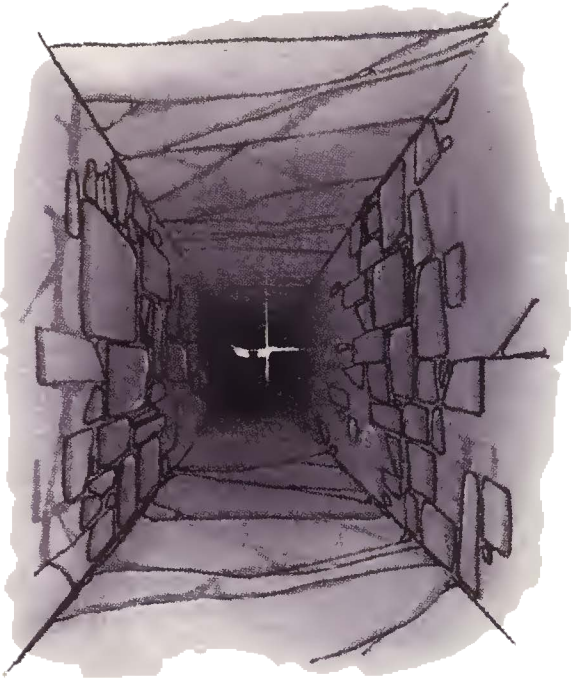
CORRIDOR

10 CORRIDOR



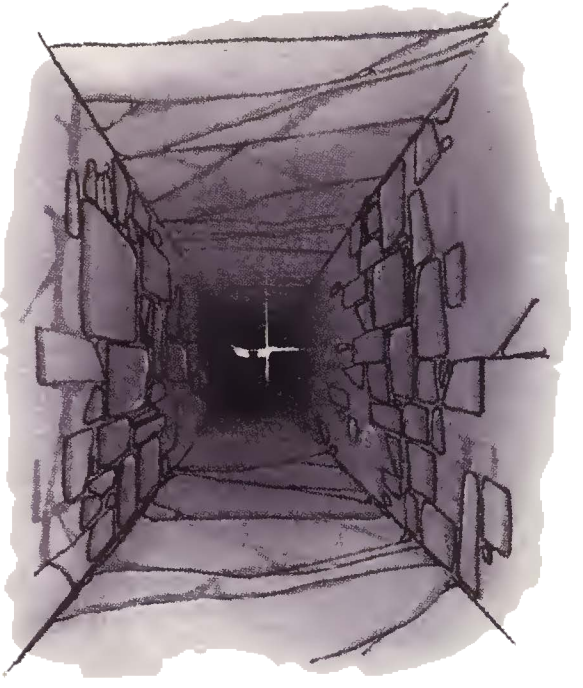
CORRIDOR

15 CORRIDOR



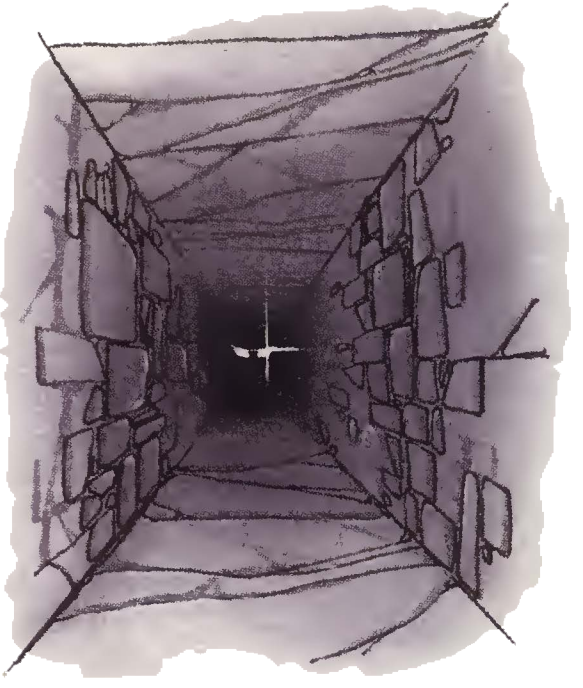
CORRIDOR

20 CORRIDOR



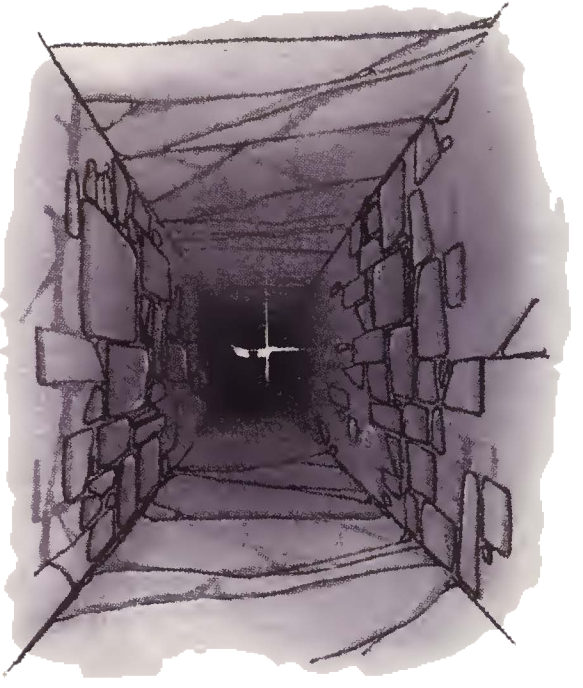
CORRIDOR

25 CORRIDOR



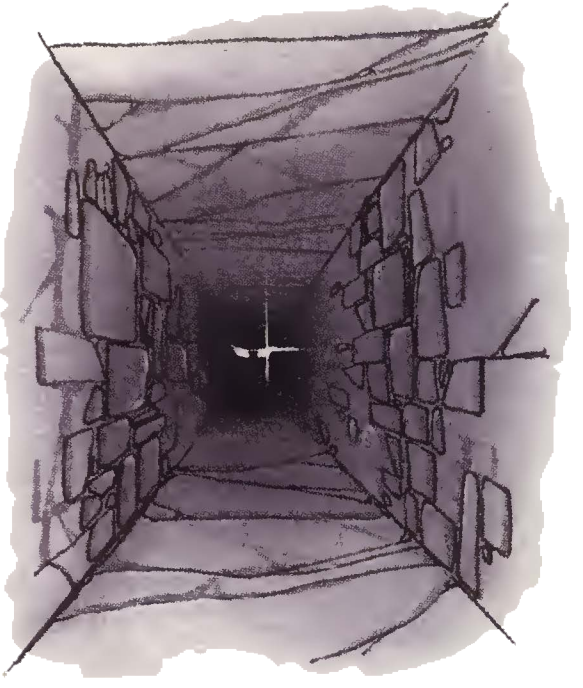
CORRIDOR

30 CORRIDOR



CORRIDOR

40 CORRIDOR

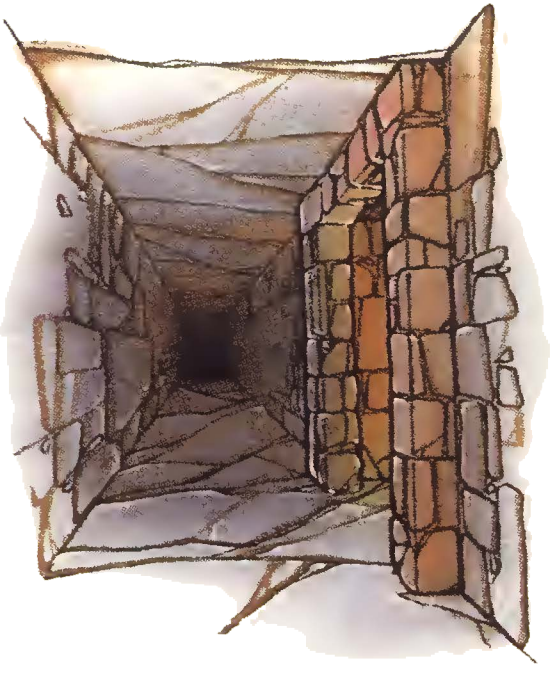


CORRIDOR

CLERIC

CLERIC

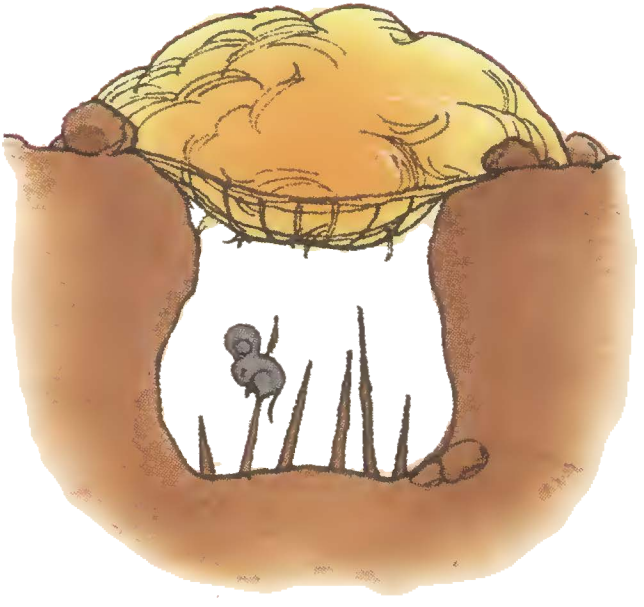
DETOUR



DETOUR

TRAP

DISCARD 3 CARDS IF YOU DON'T HAVE A THIEF



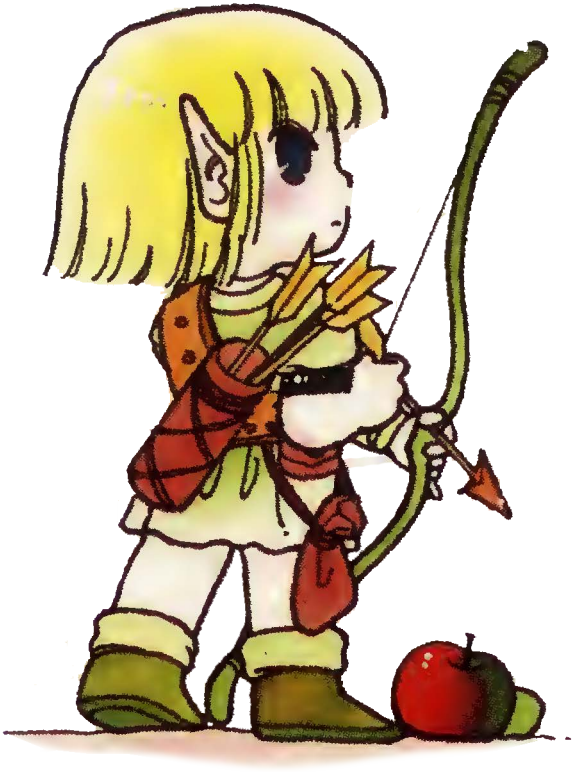
TRAP

6D+3 FIGHTER

WARRIOR AL SHARK

3D

ELF



ELF ARLES

4D+4 MAGIC USER

MAGICIAN BALLGUARD

5D+3 FIGHTER

WARRIOR CANAAN

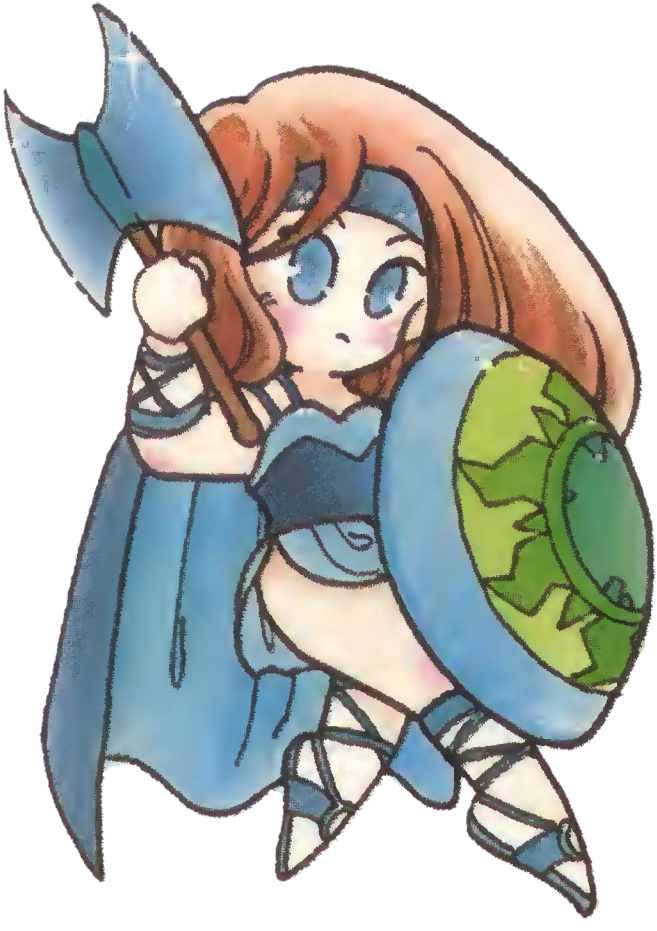
6D

FIGHTER

WARRIOR CHICHINA

6D+2

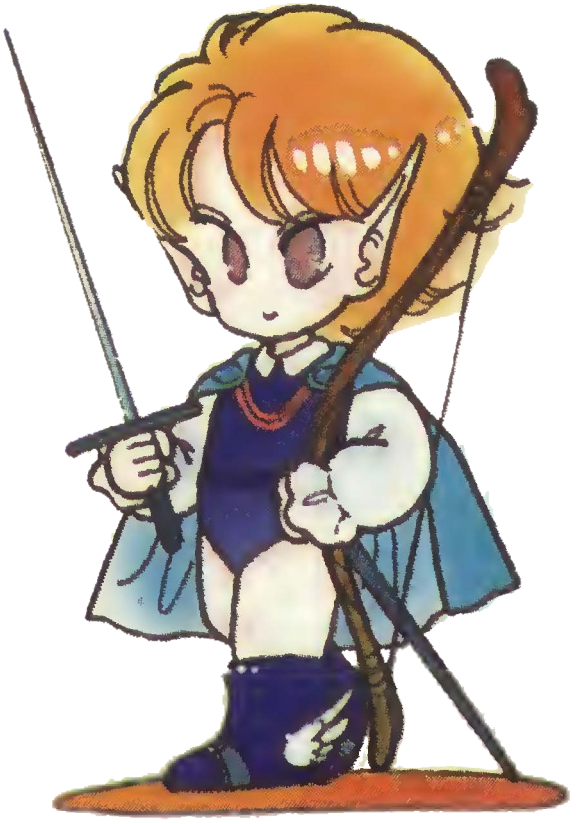
FIGHTER



WARRIOR DIANE

5D

ELF



ELF ERCYTH

6D+4

MAGIC USER

MAGICIAN GANDAWOLF

4D+1 DWARF

DWARF GOLBOIS

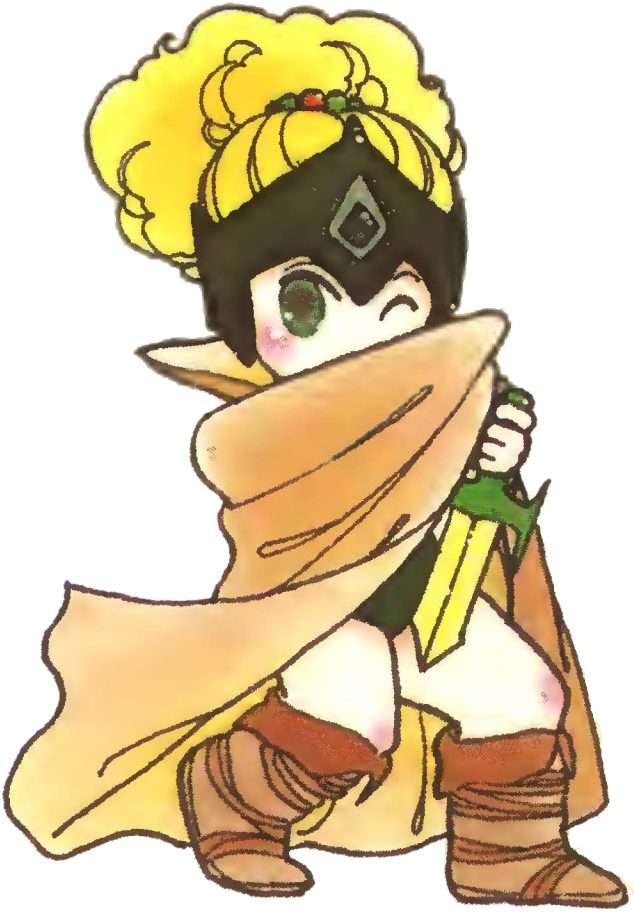
1D+1 THIEF

THIEF HATTATUS

3D+2 FIGHTER

WARRIOR IRENE

2D+2 FIGHTER

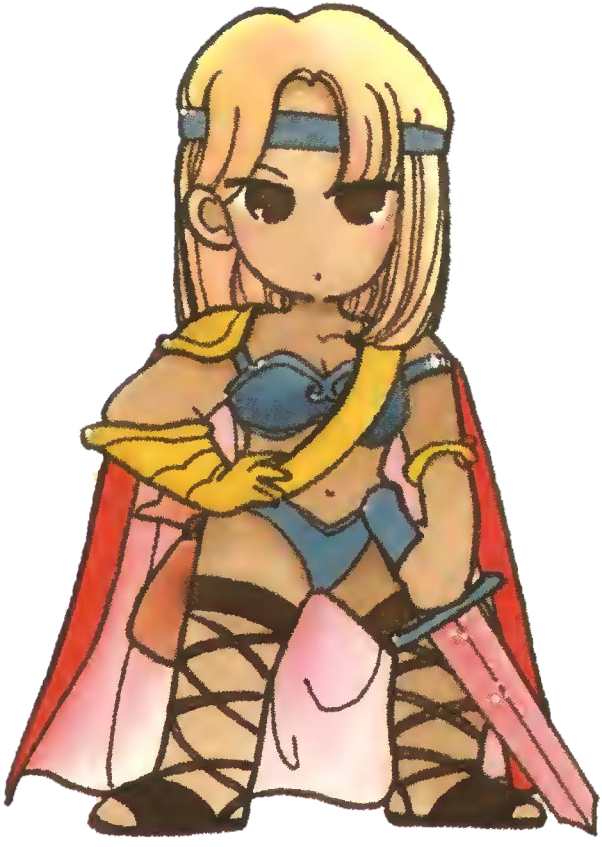


WARRIOR JOAN

1D+4 THIEF

THIEF KHAAN

4D+2 FIGHTER



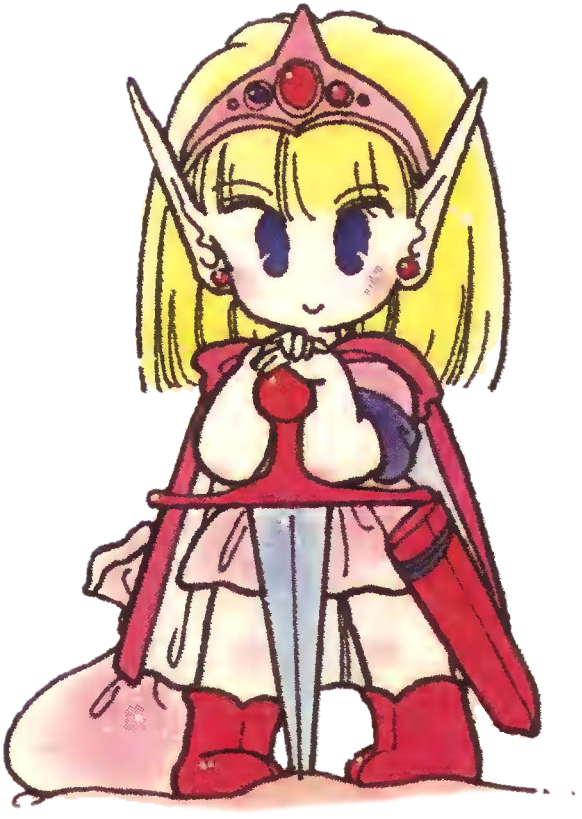
WARRIOR LACUNA

3D+1 DWARF

DWARF LOCKMOCK

4D

ELF



ELF LORIANE

5D+4

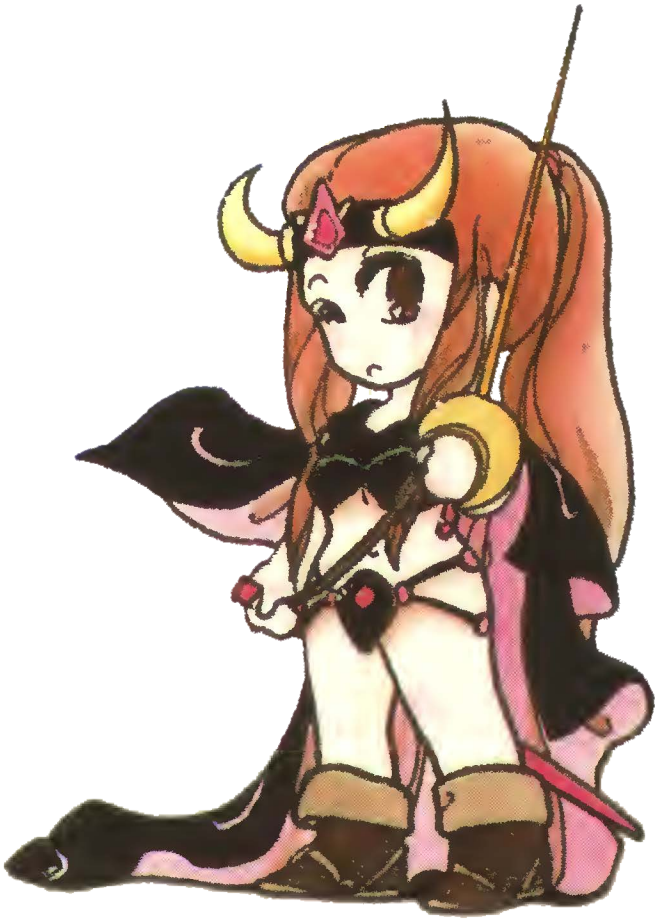
MAGIC USER

SORCERER LUFIA

2D+1 DWARF

DWARF MIKU

5D+2 FIGHTER



WARRIOR MILLIENE

5D+1 DWARF

DWARF NIMREM

1D+2 THIEF

THIEF PLUTONIUS

1D+3 THIEF

THIEF REGIQUE

4D+3

FIGHTER

WARRIOR ROLAND

2D

ELF

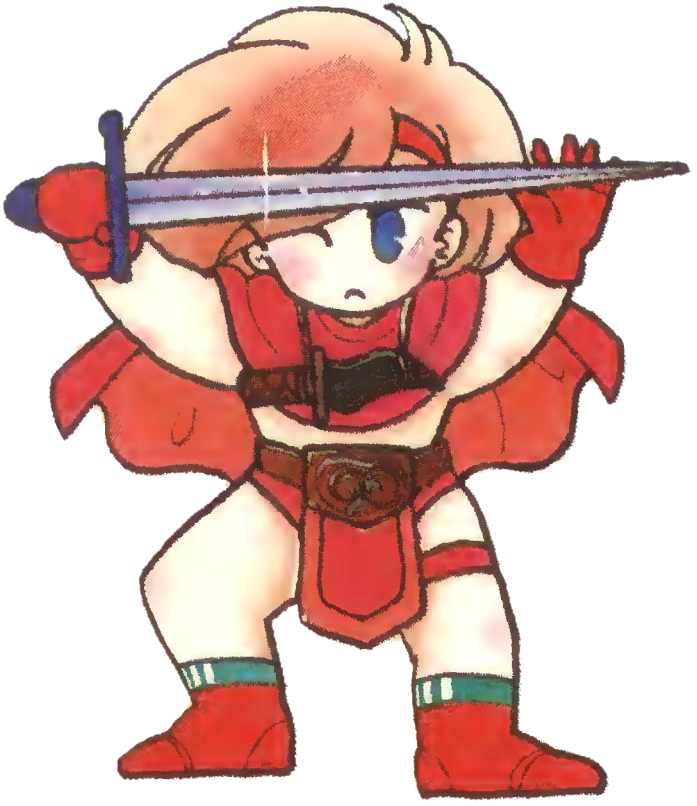
ELF SIGURD

1D

THIEF

THIEF SING

6D+1 FIGHTER

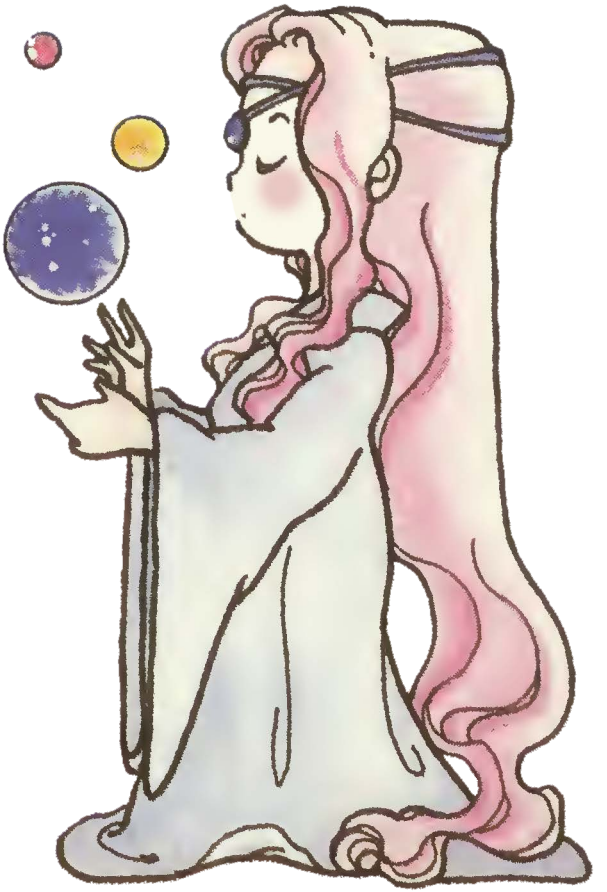


WARRIOR TAMRONE

2D+3 FIGHTER

WARRIOR TARTUS

3D+4 MAGIC USER



SORCERER VISHNATH

2D+4

MAGIC USER

MAGICIAN ZARUSAI

3D+3 FIGHTER

WARRIOR ZELTRAN

10 BANDIT

BANDIT (HUMAN TYPE)

19 BERSERKER

BERSERKER(HUMAN TYPE)

24 BLACK MAGICIAN

BLACK MAGICIAN

23 CAVE BEAR

CAVE BEAR

14 COBRA

COBRA

25 DRAGON

DRAGON

18 GHOUL

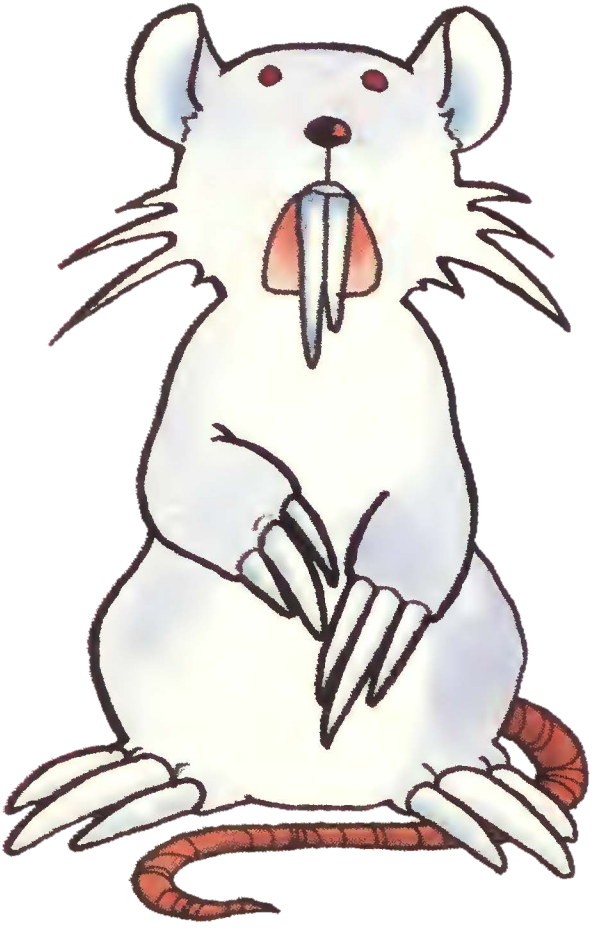
GHOUL(UNDEAD)

11 GIANT ANT

GIANT ANT

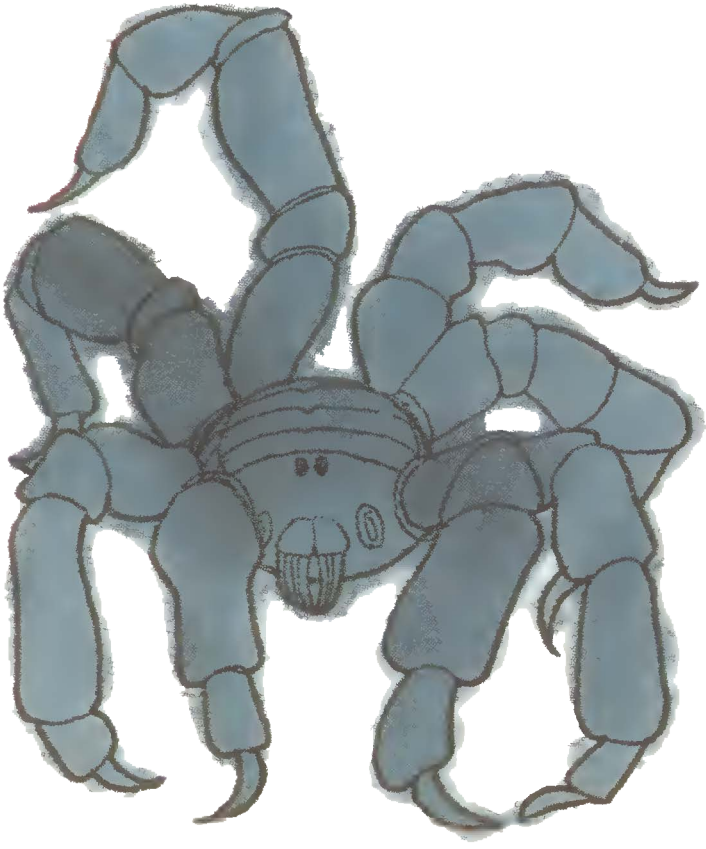
GIANT CENTIPEDE

6 GIANT RAT



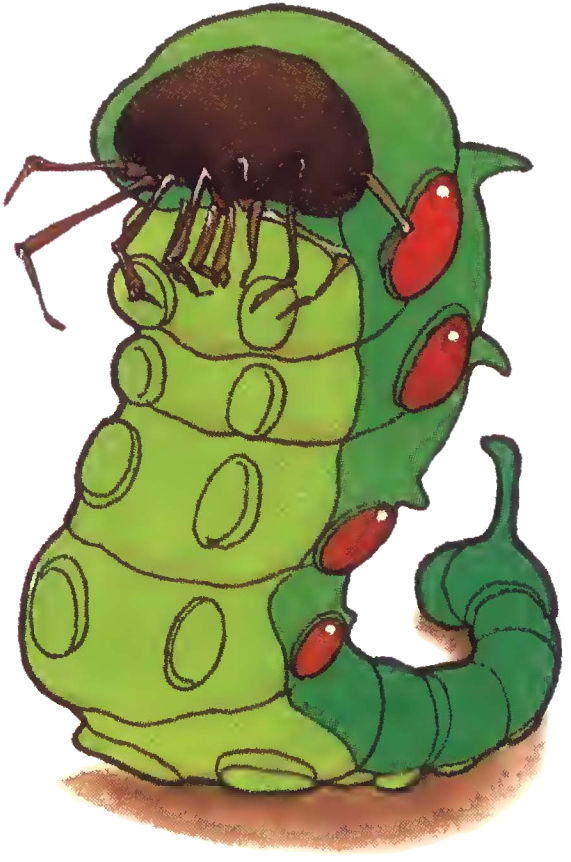
GIANT RAT

15 GIANT SPIDER



GIANT SPIDER

16 GIANT WORM



GIANT WORM

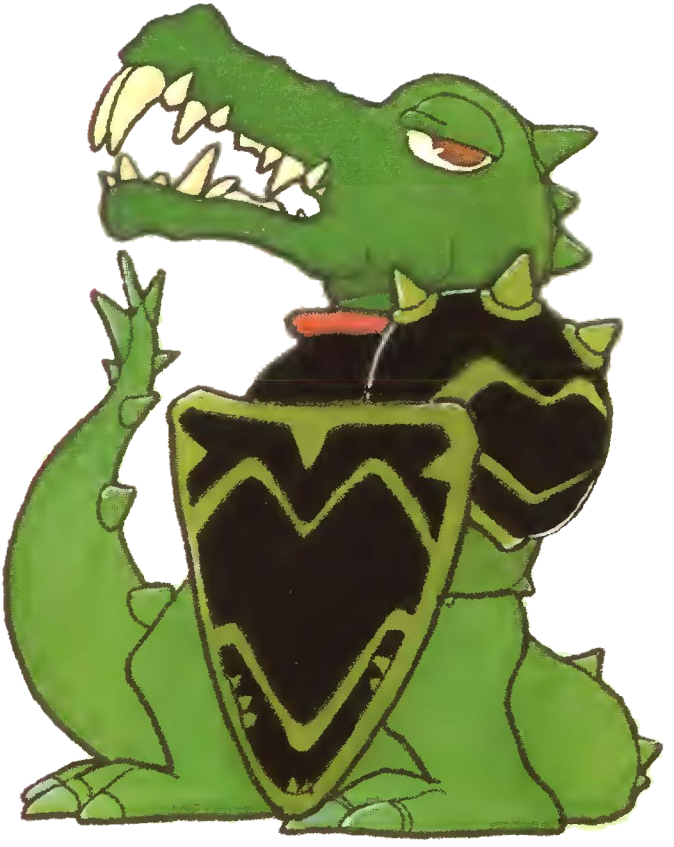
8 GOBLIN

GOBLIN(HUMAN TYPE)

7 KOBOLD

KOBOLD(HUMAN TYPE)

20 LIZARDMAN

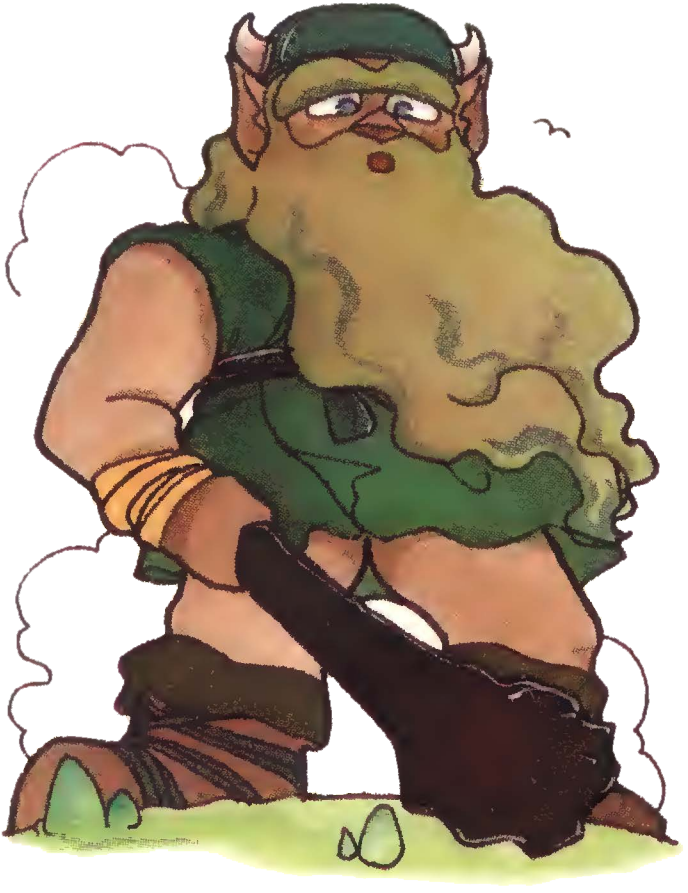


LIZARDMAN(HUMAN TYPE)

22 MINOTAUR

MINOTAUR

21 OGRE



OGRE(HUMAN TYPE)

9 ORC

ORC (HUMAN TYPE)

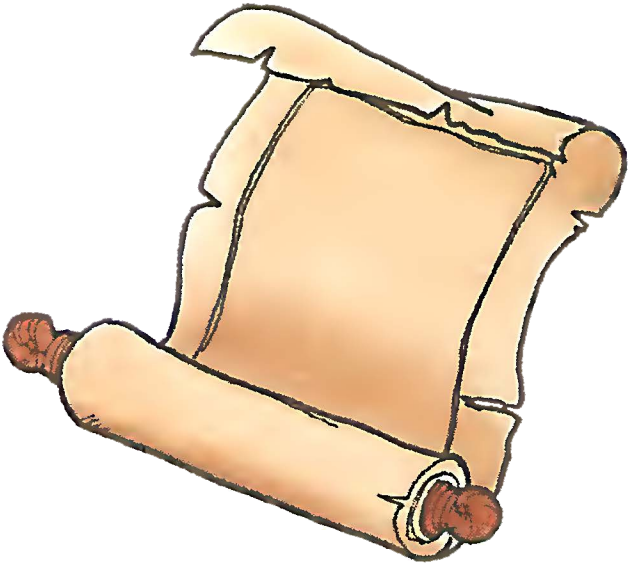
12 SKELETON

SKELETON(UNDEAD)

13 ZOMBIE

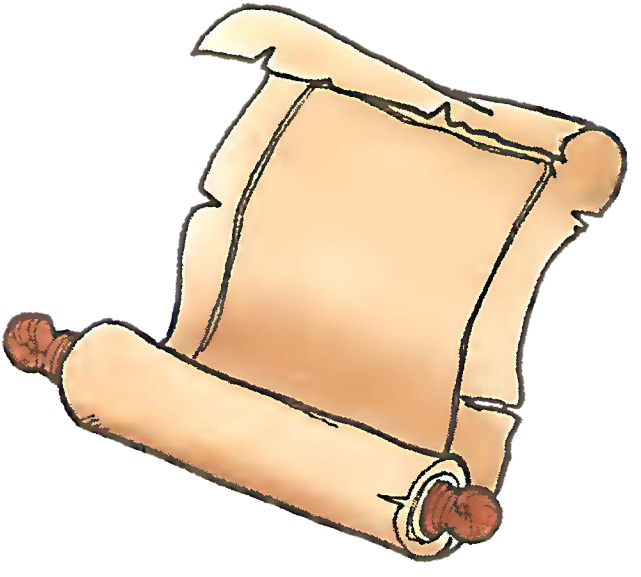
ZOMBIE(UNDEAD)

(3D+5) FIREBALL



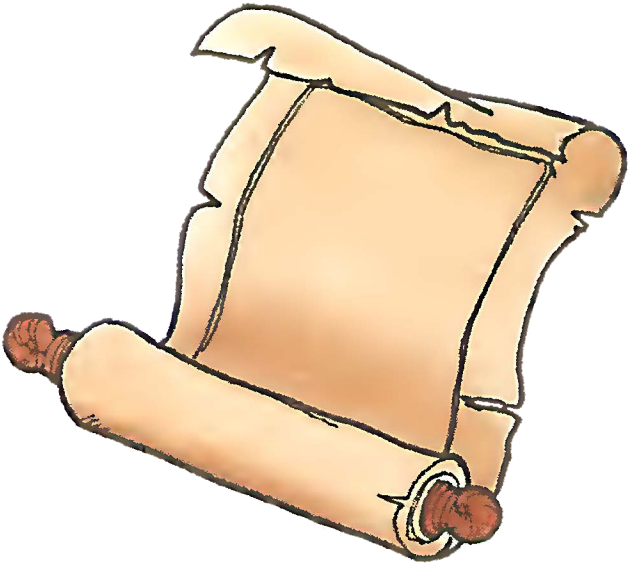
FIREBALL SPELL

(2D+7) LIGHTNING BOLT



LIGHTNING BOLT

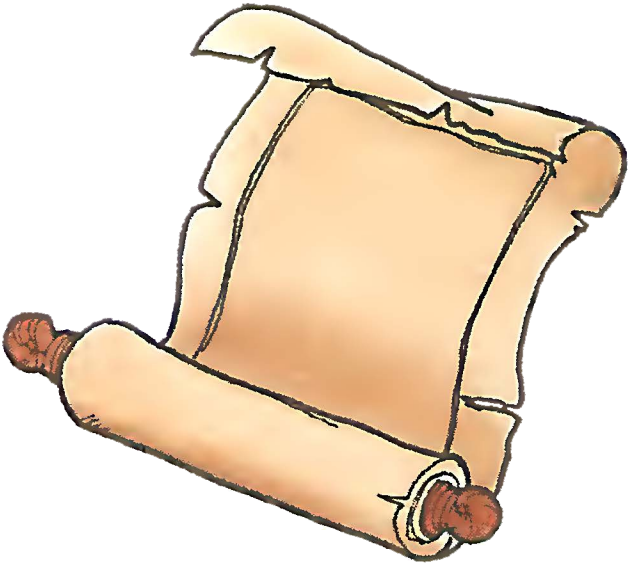
(10) MAGIC MISSILE



MAGIC MISSILE SPELL

(2D) SLEEP

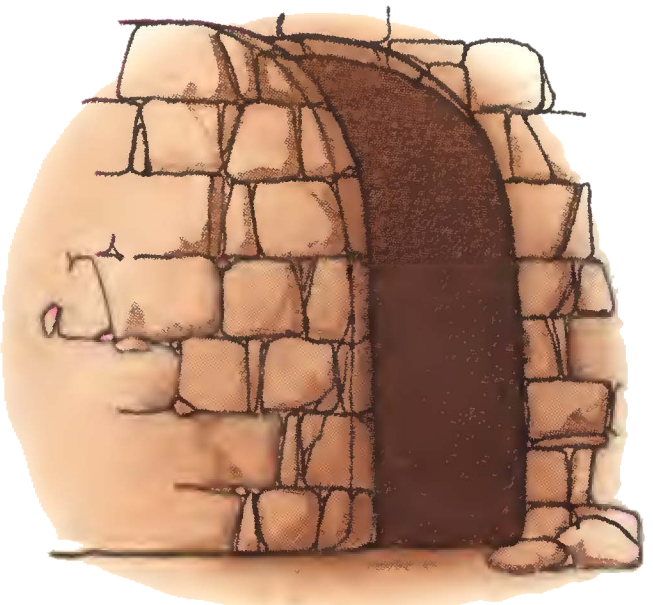
WORK ON HUMAN TYPES



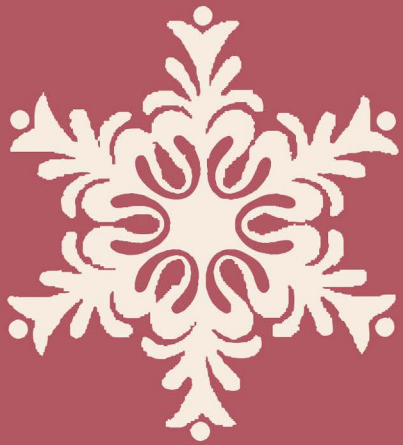
SLEEP SPELL

OPEN

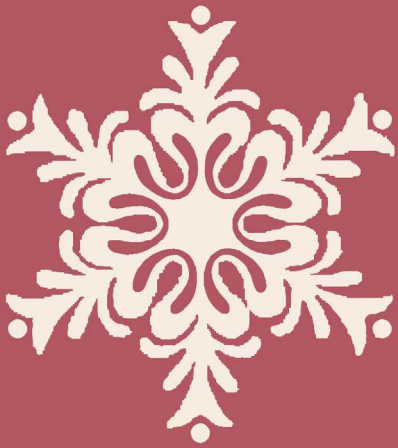
BY PLAYING A THIEF OR A DWARF, DRAW TWO TREASURE CARDS



HIDDEN DOOR



PRIZE
PRIZE



Treasure Island

200 GOLD

BOUNTY

250 GOLD

BOUNTY

300 GOLD

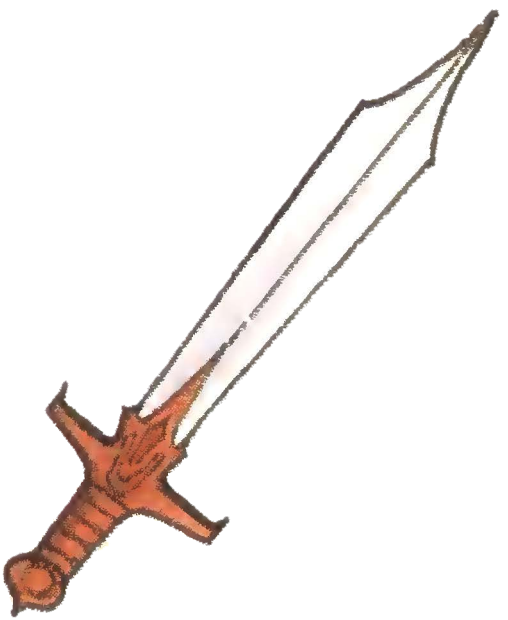
BOUNTY

4D×20—200 GOLD

CURSED IDOL

150 GOLD

WARRIOR & ELF • GAIN +1



FINE SWORD

200 GOLD

WARRIOR & ELF • GAIN +1

GEM SWORD

OPEN ROLL A DICE

400 GOLD

0

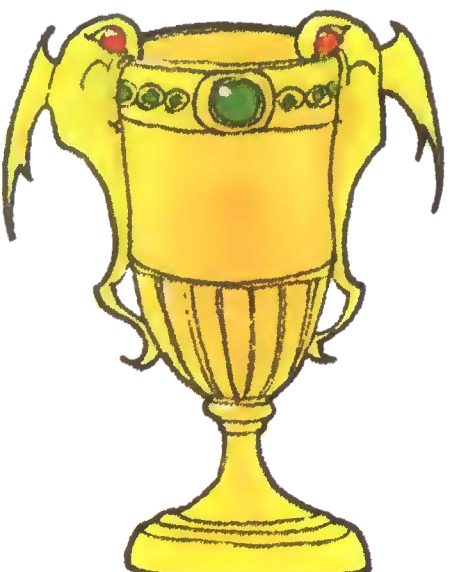
GODDESS STATUE

200 GOLD

GOLDEN STATUE

300 GOLD

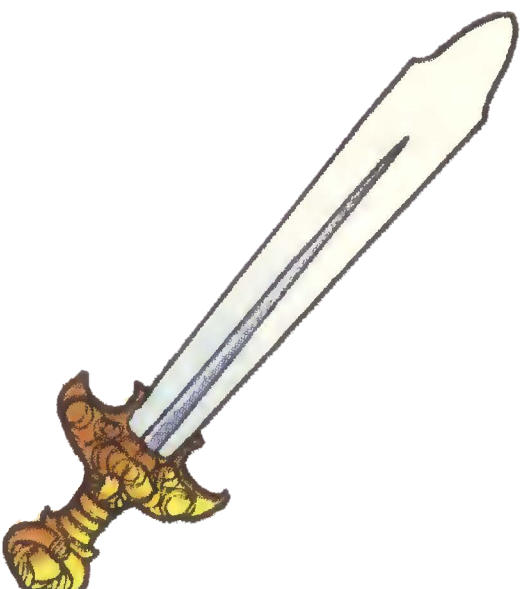
PURGE UNDEAD TYPES



HOLY GRAIL

200 GOLD

WARRIOR & ELF • GAIN +2



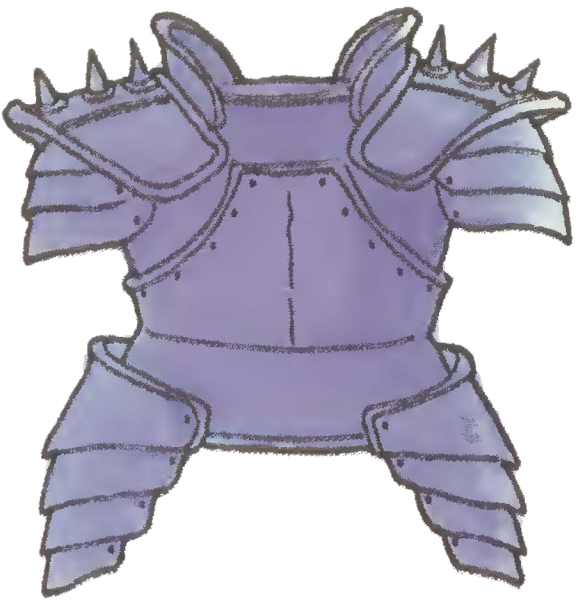
HOLY SWORD

300 GOLD

THE LOST CROWN

200 GOLD

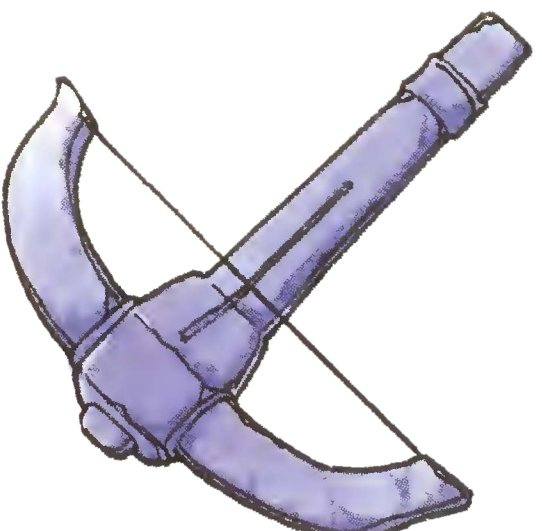
WARRIOR & DWARF • GAIN +1



MAGIC ARMOR

200 GOLD

ELF • GAIN +2



MAGIC CROSSBOW

200 GOLD

WARRIOR & ELF • GAIN +2

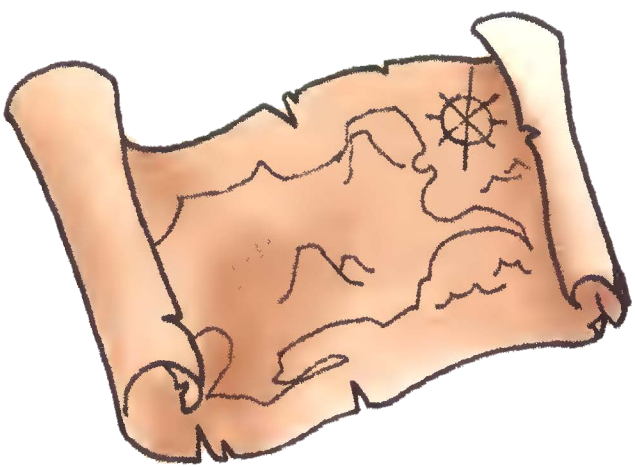
MAGIC SWORD

200 GOLD

MAGICIAN GAIN +2

MAGIC WAND

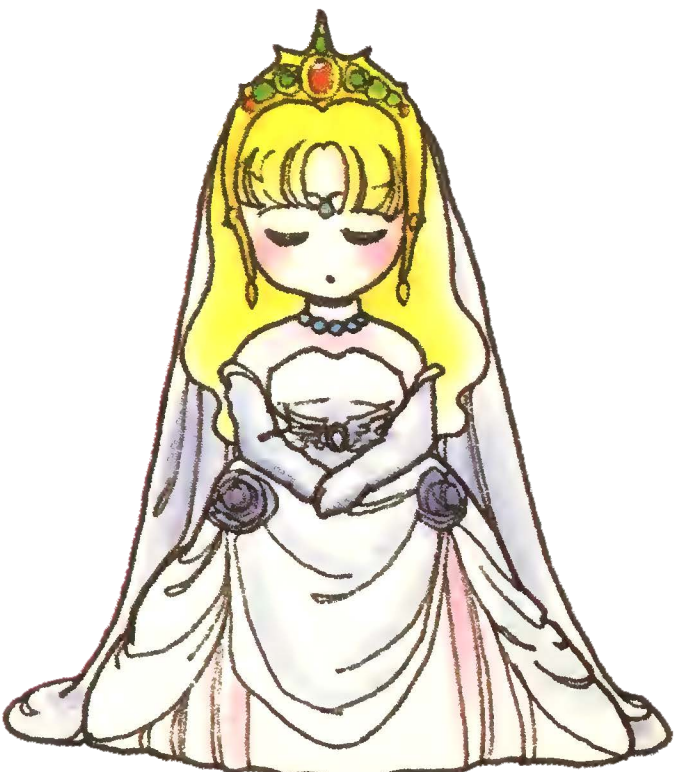
3D×20 GOLD



MYSTERIOUS MAP

400 GOLD

OPEN DEAL -1 DAMAGE
IN BATTLE



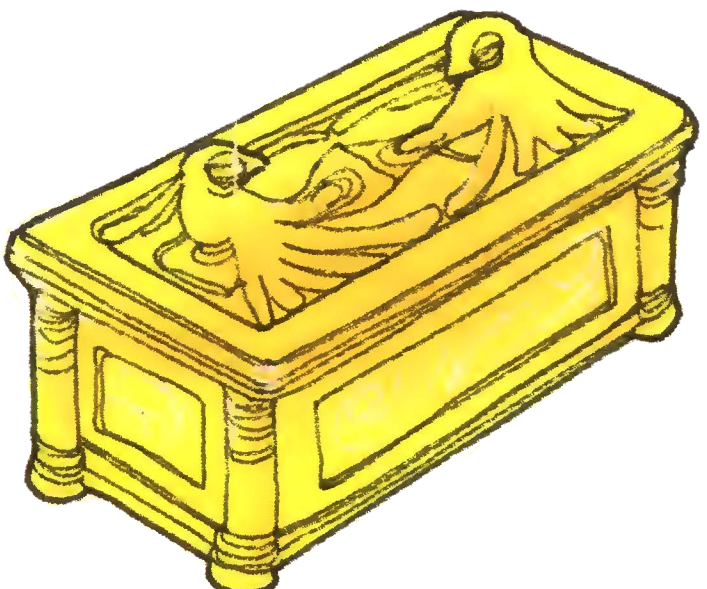
PRINCESS

150 GOLD

RING

350 GOLD

OPEN RETURN DISTANCE +15
CAN PURGE UNDEAD TYPES



SACRED CHEST

150 GOLD

OPEN RETURN DISTANCE +15

WARRIOR STONE STATUE